

Results

Group 1 = Heterogeneous, representing public and its diversity

Island map final



Island stats: Education: 7, Health: 5, Culture: 3

Final CO2 concentration: 75

Number of public buildings: 8 of which protected 6

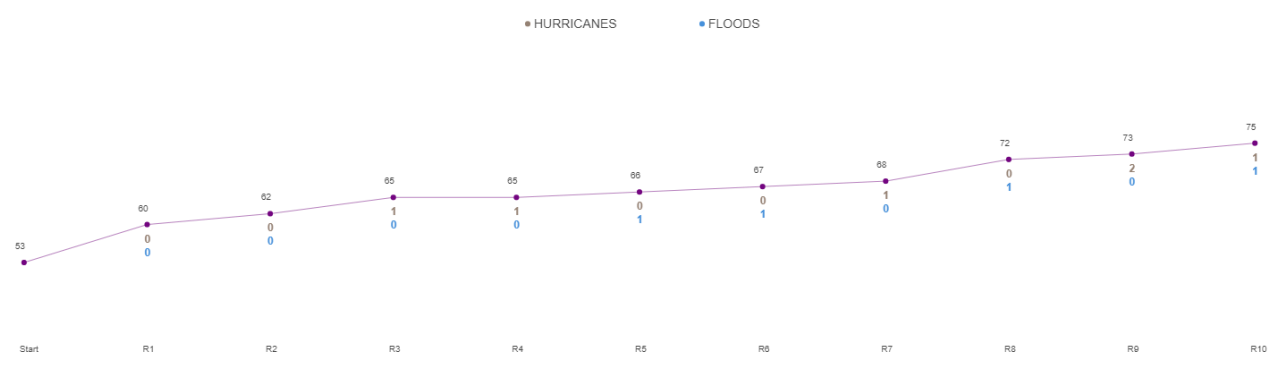
Number of private houses: 9 of which protected 7

Number of private rooms: 8 of which protected 7

Total level of development (number of buildings): 25

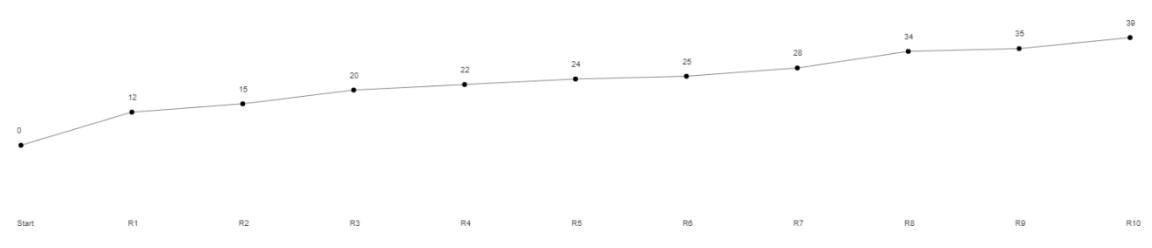
Total level of resilience (number of protected buildings): 20

CO2 concentration graph

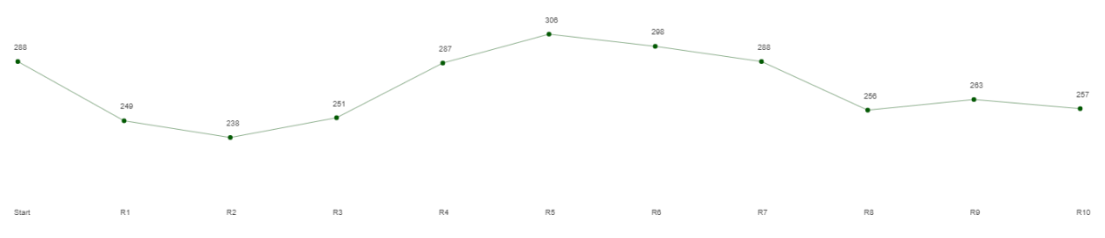


Total number of floods: 4, total number of hurricanes: 6

Coal use graph



Forest condition graph



Total scores of players in the final round

	Monitoring	Sanctions	Hurricane losses	Flood losses	Accumulated income	Standard of living
Castanea	0	0	0	0	0	1
Laurus	0	0	0	0	4.2	2
Quercus	0	0	0	0	0	1
Fraxinus	0	0	0	0	0.4	1
Betula	0	0	0	0	0.8	3
Acer	0	0	0	0	0.4	7
Phoenix	0	0	0	0	3.2	4
Juniperus	0	0	0	0	0	3
Salix	0	0	0	0	8.4	1

Red lines: people who did not participate on the day

Final Round results

Accumulated income range: 0 – 8.4,

Total accumulated income: 21

Standard of living range: 1-7 / Initial standard of living for all: 1 (2 stayed in the same, 5 increased it)

All rounds results

Total money spent in public investment: 1892

Accumulated income: 4100.1

Total number of trees planted: 64

Total coal extracted: 43

Total trees cut: 318

Total berries collected: 262

No sanctions placed

No floods/hurricanes losses reported

Group 2 = homogeneous, representing policy-makers and uniformity

Island map final



Island stats: Education: 3, Health: 5, Culture: 1

Final CO2 concentration: 71

Number of public buildings: 5 of which protected 4

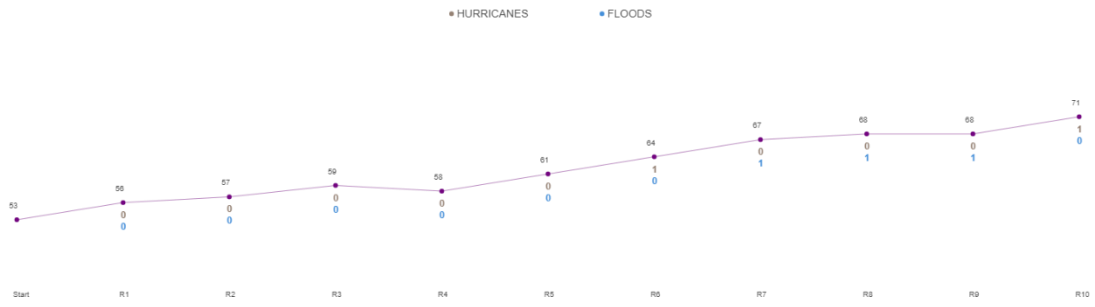
Number of private houses: 7 of which protected 3 (started with 9, but 2 were lost to disasters)

Number of private rooms: 10 of which protected 1

Total level of development (number of buildings): 22

Total level of resilience (number of protected buildings): 8

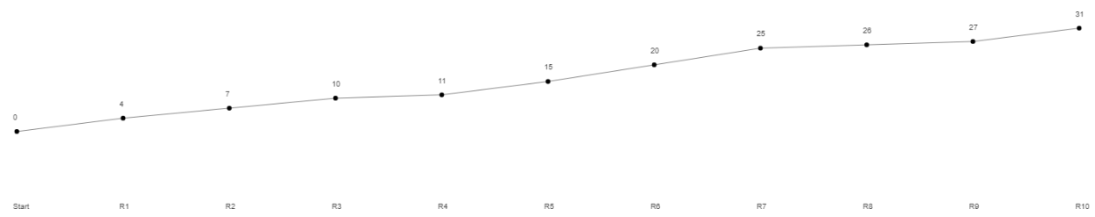
CO2 concentration graph



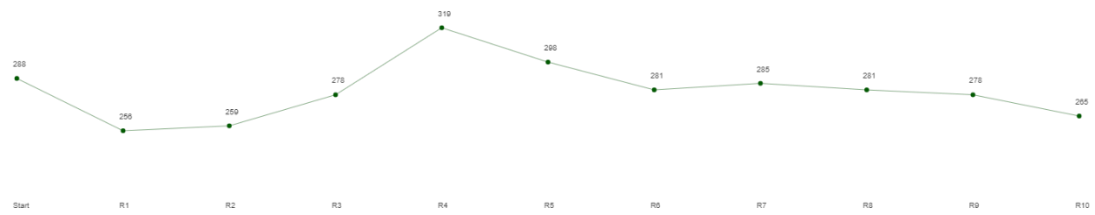
Total number of floods: 3

Total number of hurricanes: 1

Coal use graph



Forest condition graph



Total scores of players in the final round

Player	Monitoring	Sanctions	Hurricane losses	Floods losses	Accum income	Std of living
Citrus	0	0	0	0	13.8	1
Castanea	0	-2	0	-85	109.2	18
Ulmus	0	-2	0	0	40.2	11
Abies	0	0	0	0	0	1
Betula	0	0	0	0	83.4	1
Fraxinus	0	0	0	0	2.6	1
Juniperus	0	0	-30	0	0	HL*
Sorbus	0	0	0	0	0.8	3
Larix	0	0	0	0	21.6	HL*

Red lines: people who did not participate on the day/ *Homeless

Final Round results

Accumulated income range: 0.8– 109.2,

Total accumulated income: 271.6

Standard of living range: 1-18 / Initial standard of living for all: 1 (3 stayed in the same, 3 increased it, 1 went homeless)

All rounds results

Total money spent in public investment: 1217

Accumulated income: 4506.1

Total number of trees planted: 24

Total coal extracted: 31

Total trees cut: 291

Total berries collected: 418

Sanctions placed: -4

Flood loss: -85

Hurricane loss: -30